



Fonons - essential components of all matter on planet Aldrant. Ages ago, a new type of fonon was discovered -- the Seventh Fonon. Its discovery threw humanity into chaos, for if one could use the Seventh Fonon, one could learn the future. Wars over the Seventh Fonon raged across the lands, ending only when the miasma - a poison from within the planet - covered the entire world. This is when Yulia appeared.

A fonist skilled in prophecy, Yulia saw thousands of years into the future and foresaw a way to seal away the miasma. With the guidance of her prophecies, humanity sealed the miasma deep within the planet.

Over two thousand years passed.

The world is ruled by Yulia's prophecy, known as the Score. People believe in the coming "unprecedented prosperity" promised in the Score, never straying from the path set forth in the Score which will lead them to that prosperity. They look to the Score as revealed by the Order of Lorelei, the religion Yulia founded, and hold that the greatest virtue is to follow the Score faithfully.

Yulia's Score tells of a young man who is necessary in order to bring "unprecedented prosperity." His name is Luke fon Fabre. An heir to the throne of the Kingdom of Kimlasca-Lanvaldear, he was kidnapped as a child by the kingdom's enemy, the Malkuth Empire. Since his return he has been confined to his family's manor for his own safety. He has no idea of the evil that now draws close.

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AUTHOR'S NOTE

Hello guys and welcome again to another walkthrough of mine. Since I will cover Tales of Vesperia (courtesy of IGN) soon, I've decided to play Tales of the Abyss as a refresher. I have beaten the game twice before, maybe almost two years ago but it still hasn't lost its magic yet. The game's story and characters are interesting, not to mention that it was Kosuke Fujishima lead the character design. He is one of my favorite manga artist that also created my favorite anime/manga of all time - Ah! My Goddess.

I have always been a lover of real-time battles (I don't despise turn-based battles though) and the battle system of ToA will always keep you on your toes. For first time players, I suggest to keep an eye to the battle, especially when fighting bosses. One mistake can cost you the fight.

If you have questions, suggestions and additional tips you would like to add, kindly refer to the credits page for my contact email add or my official homepage. This guide is distributed FREE and can be downloaded in major gaming sites I usually contribute to. I don't request for payments but if you are generous enough to pitch in a dollar or two to support my projects, I would greatly appreciate that. If you would like to support me in any other way, please refer to the credits section of this guide.

~~Paul Vhayste

BASICS

Normal controls

D-PAD / Left analog stick	Run (Walk, hold O)
X, L2	Talk, examine, interact
O	Cancel
△	Open menu
□	Activate Meiu's set ability
L1/ R1	Change direction
R3 (press right analog)	Open world map
Select	Initiate skit

Main Menu

D-PAD / Left analog stick	Browse
L2/ R2 / Right Analog stick	Page up/Page Down
X	Select
O	Cancel
L1/ L2	Change character or item category
Start	Help

Field controls

D-PAD / Left analog stick	Run (Walk, hold O)
X, L2	Enter location
O	Cancel
△	Open menu
□	Activate Meiu's set ability
L1/ R1/ Right analog	Rotate camera
R3 (press right analog)	Open world map
Start	Toggle map
Select	Initiate skit

Combat

D-PAD / Left analog stick	Move character (Hold R2 to run)
△	Move cursor
O	Open menu
X	Artes
□	Attack
R1	Guard
R2	Select target
START	Trigger Over Limit
	Pause the game



ARTES and FOF

Artes are your characters' special attacks. Artes consumes TP, which can be recovered gradually by every successful hit of normal attacks. Each character has their own set of artes which can be acquired after leveling up or during special events or sidequests. For your active character, you can set shortcuts for up to four artes. For your AI controlled allies, you can toggle which artes they'll use or not. This is true for your spellcasters; you can turn off the lower level artes to give way for their upgraded counterparts.

In the artes menu as well, you can change the control mode of your characters. When controlled by a single player, the other party members are controlled by AI and set to auto. Setting it to manual will allow other players to join the fight and control those characters. Setting it to semi-auto will allow you to control the character manually but the AI will take over at certain points to trigger skills.

There are elemental artes that produces *Field of Fonons*. These fields are colored circles that appear on the ground when elemental artes are used. There are certain artes that changes to an entirely different yet powerful spell when using an arte within a FOF. More information about FOF will be provided by in-game tutorials and will explained in further detail as well.



COMMANDS AND STRATEGIES

Since during combat everything happens at the same time, having a general strategy amongst all party members is crucial to execute attacks efficiently and support each other easily. This is where commands come in. Players can specify the general actions their allies will take during battle. It is recommended to adjust this accordingly depending on your fighting style.



AD SKILLS

These are additional skills learned by your characters when leveling up or when they reach the required stat value (e.g. Physical Attack = 200). These skills allow your characters to do more actions during combat, as well as enhancing their abilities. Check out the details of your characters' AD skills by accessing it from your menu. The complete list of AD skills will be listed at the end of this faq. Alternatively, you can simply check the game's [Wikia](#) page.



CAPACITY CORES

Capacity Cores add stats bonuses to your characters when they level up. This feature can be acquired quite early in the game so you can take advantage of its benefits as you go through the game. Characters start with default C.Cores. However, there are quite a number of capacity cores available in the world and you just need to find them all. The complete list of capacity cores will be provided later in this walkthrough.



FON SLOT CHAMBERS

Fon Slot chambers are special type of item that you can attach or 'equip' to your characters' Artes to give them additional or enhanced effects. Some affect certain skills only while some chambers effect vary from character to character. Their effects trigger during combat at a certain probability. This probability can be increased by using the arte with the fon slot chamber equipped frequently. However, take note that if you change or remove the chamber from an arte midway between the 'dots' (indicating level), it will revert to the previous level. A complete list of Fon Slot chambers will be provided at the end of this walkthrough.



COOKING

Cooking is a good alternative for recovery items. Since the game only allows you to carry 16 items max, having other means to heal your party's HP or SP is essential, especially in long, deep dungeons. To cook you must learn the recipe first. These recipes can be acquired by talking to certain people or by triggering events. Once you have the recipe, you'll need to get the necessary ingredients to cook. These ingredients can be bought normally from stores around the world. You can cook after the battles or from the main menu.



TOWN LINK SYSTEM

This feature affects the prices and availability of items you can buy from stores. Every town and city is interconnected by trade. This link increases while going through the main story. Doing sidequests and extra events further increases the link between locations around the world. It is a complex system but it is necessary to keep the balance in the game. A more complete and detailed insight on how the system works can be found in [Aleron's Extras Guide](#) in Gamefaqs.

That's it for the basics. You'll get more help during the course of the game so take note of the tutorials that will be given to you along the way.

GRADES

This is the evaluation done after every battle. Grades can be used to purchase extras at the end of the game. There are several criteria used in grading but the most common are the duration of the battle, damage taken and number of hits/combos. You can cheaply earn high grades by fighting low level enemies and killing them all in the shortest time possible.



WALKTHROUGH

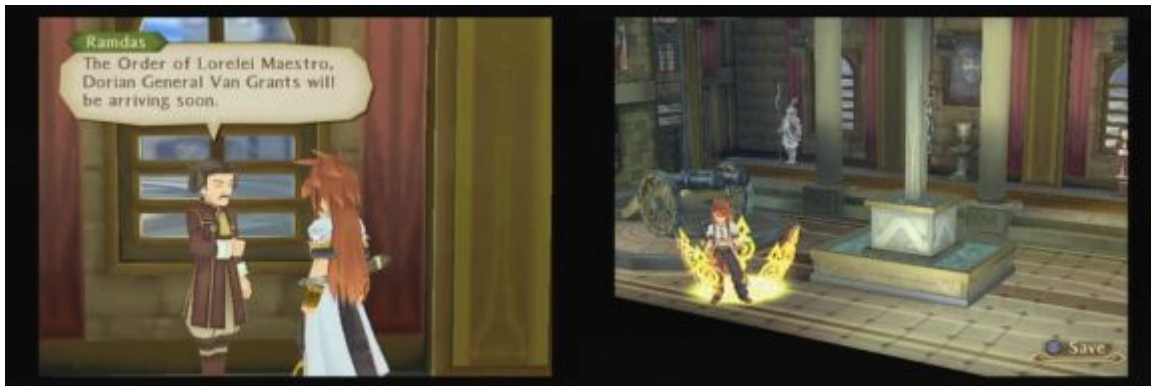
Color Codes:

- Brown - Skits
- Green - Items, ingredients, tools
- Blue - Equipment, Capacity Cores, Fon Slot chambers
- Orange - Recipe
- Red - Event, Valuable Item, Meiu Ability, Arte
- Gold - Title

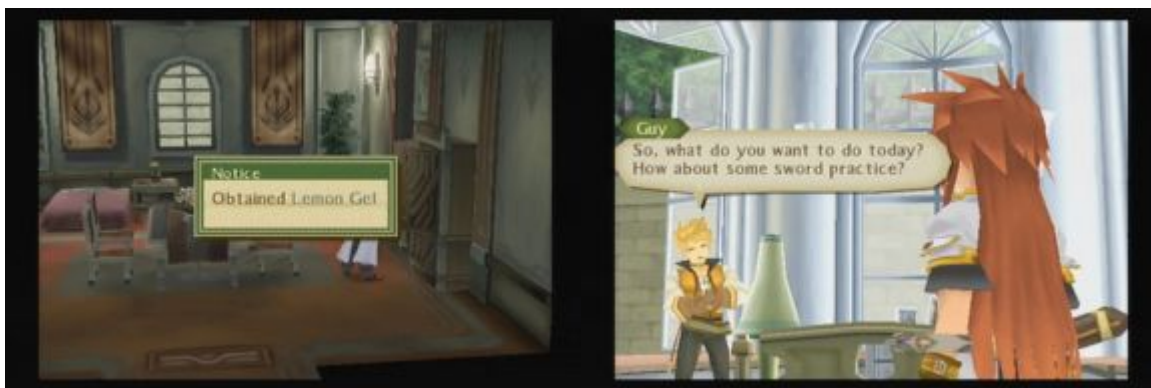
Baticul, Luke's Residence

The story will start with a cool anime scene. You'll be in control of Luke, inside his room in the manor. Exit the room to the courtyard enter the door to the right.

Continue down the hallway and exit to the door. As soon as you enter the room, talk to Ramdas to your left. There is also a savepoint in the room so use that if you wish.



Exit the room. Notice the small prompt in the lower left corner of your screen. Pressing select during certain events will unlock a "skit". These are minor dialogues between your characters that add a little to the story or just some minor off-topic talk. Anyway, view it if you like. (*Another Boring Day*) After that, continue heading up. Enter through the door.



In the next hallway, enter the room ahead. Examine the cabinet to the right to get a **Lemon Gel**. Exit the room. Enter Guy and Pere's room to the left. Examine the cabinet again to get an **Apple Gel** this time. Make your way back to the courtyard and head back to your room for a scene with Guy. Exit to the courtyard then enter the door to the left side.



In the hallway, continue up first and enter Duke and Madam Fabre's Chamber. Examine the cabinet to obtain 100G. Exit back to the hallway and continue down. Enter the Drawing Room for some events.



After the events, press select for the *Sword Training* skit. Exit back to the courtyard for more scenes. After that, you'll have some battle tutorial. Follow the instructions to proceed. After performing a 6 hit combo, the story will proceed. Watch the scenes.

Tataroo Valley



You'll now be in full control. Tear will be in the party as well. Head south for more scenes. You'll be in for your first battle. Just apply what you learned during the tutorials. The skit *Tear's Purpose* will be available. Once done, find the savepoint in the lower left. Find two chests nearby containing an *apple gel* and an *orange gel*. Continue heading down to the southwest.



Continue down the slope for an event battle. You'll face multiple enemies this time. Listen to Tear's instructions. After the battle, you may view the *Going Home* skit. Head to the lower right to find a path a chest. Open it to get *Cape*. Equip it to Luke for some defense boost. Defeat one of the monsters here to get another skit. (*Stupid Monsters*) Backtrack and cross the tree trunk past the waterfall. Stay still for a few moments to unlock another skit. (*This Place...*) Continue to the right to find two more chests. Open it for 300G and *Life Bottle*.



Backtrack and follow the main path for a scene. Find a chest containing 400G and a savepoint nearby. Use it and talk to the coachman when ready. Watch the scenes. You'll eventually be asked whether you'll want to walk to Engeve or have the coachman take you there.

West Rugnica Plains

If you choose to walk, follow the compass east. Otherwise, you'll find yourself in Engeve immediately. Monsters will be appearing here from time to time. Try to cross the bridge for a short scene and tutorial about cooking. Follow the roads until you reach a sign post; follow the road to Engeve



The Grocer's Hamlet - Engeve

Once you enter the town, a skit will be available. (*You can always camp out*) Continue to the small marketplace for a short scene. You can buy ingredients here but since your budge it limited, I suggest spending your money on equipment instead. Head to the left to reach the next part of the village.

Enter the house beside the vineyard. Talk to the cooking mama and she'll ask you to get some miso. Agree to help. Exit the house and go to the right. Enter the house beside a watermill and head to your right to find the old woman. Talk to her then return to the cooking mama. You'll learn the *Spaghetti recipe*. You'll also get *Engeve Noodles and Milk*.





Exit the house. You'll find a savepoint just in front of the old woman's house. Continue to the right, across the bridge. Approach the group of people in front of the inn for some scenes. Once in control, another skit will be available. (*I should've asked*). Enter the inn for another scene. Exit the inn to activate new skits (*Who's Jade?*/*Impressions of Engeve*). Once done, head back inside and shop for some new equipment (if you still have spare gold). If you're really broke, try to win some random battles outside the town. Otherwise, talk to the owner to stay at the inn for free.



The next day, stay still for a few seconds to activate the *Homework?* skit. Save first if you want, then exit the inn. Another skit will activate once you're out (*To the Cheagle Woods!*). Now talk to the man Luke stole an apple from yesterday and he'll ask him to retrieve a box from Cheagle Woods. Exit the town.

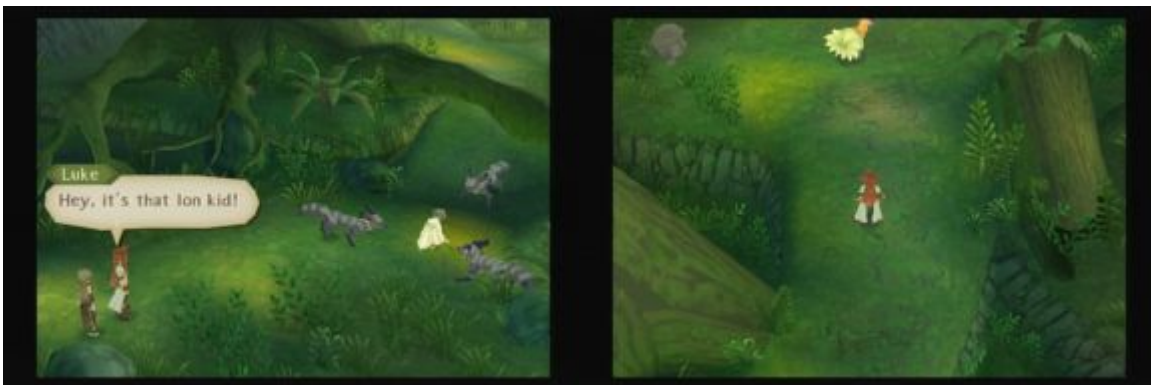
West Rugnica Plains



Continue heading north to find some sort of marker. Examine it to get some items. These are trade tools that you'll need later so keep them for the meantime. Continue heading north. If you spot a forest with a large tree in the middle, that's your destination.

Enter for a scene. Tear will get her **Van's Sister** title during the scene as well.

Cheagle Woods



A skit will be available as well (*About the Cheagles*). Once in control, head to the upper left path first. Examine the rock near the tree roots to the left and get the **Secret Box**. Return to Engeve and talk to the merchant to get the **Collector Book**. Now backtrack to the split and take the lower right path across the stream.

Continue heading to the right first then go down, then left across the stream again. Find a small container at the end to get **Apple Gel**. Now backtrack. Follow the path north. There will be two exits here; the one on the northwest and northeast (top-right). Head left first then continue north. Exit to the next area.

A scene will take place. Continue heading to the top left path.



Another scene will take place. (You'll discover Tear's weakness for cute things) Once in control again, don't enter the tree yet; follow the path around it and exit south to the next area.

Beware of the wood golem here. Find two items at the end of each path; 500G to the lower left and **orange gel** to the right. Go back to the previous screen.

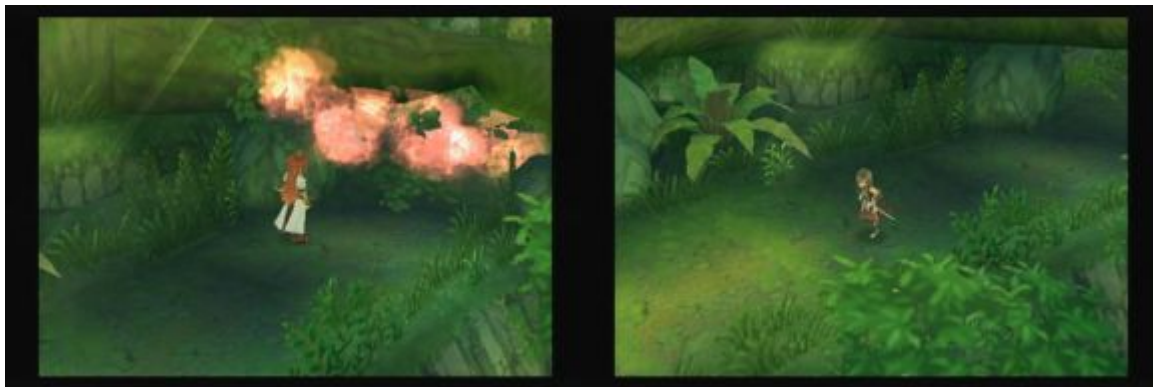
Now backtrack to the tree trunk's opening and examine the apples on the ground for a scene. You'll obtain **Sorcerer's Ring** and Mieu as a non-combat party member. After the scene, another skit will be available (*More about Cheagles.*) Exit for another scene. Learn one of Mieu's abilities. You can now use **Mieu Fire**. Talk to the cheagle nearby to learn about a "secret flag". Exit the area.



Exit south to the next area first.

In the next screen, exit to the top right path.

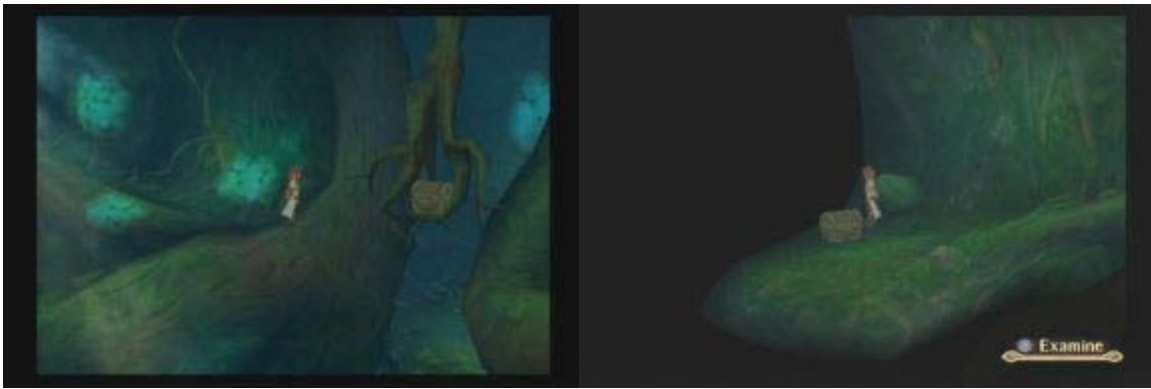
Use Mieu Fire to burn the vegetation blocking the path. Defeat the golem and find a box at the end of this hidden path. Obtain an **S Flag**. This wonderful event item will allow you to change the active character on the screen. Now backtrack to the area before the Cheagles' nest and head to the right.



Head to the right for a short scene. Use Mieu Fire on the roots binding the tree to make a footbridge. Continue to the right.

Walk a bit to the right for another scene. You'll now be able to use C.Core menu and **Stre** capacity core. It will automatically be equipped to Luke. Head to the right a bit then go north. Use Mieu Fire to create a footbridge. If you head further to the right, there is another tree wrapped with vines. Mieu Fire can't reach it yet but don't worry, you can revisit this area again later in the game. Head north and defeat the liger there to activate a skit (*Secretly Practicing*) Examine the container to the lower left for a Magic Lens. Enter the hole to the upper right.





Go down, use Mieu Fire along the way to burn the roots holding the chest. Continue down and find another chest to the left. Open it for an orange gel. Continue to the right for a scene. Examine the chest nearby for a Life Bottle. Save at the green memory circle to restore your HP and TP as well. You'll activate another skit (*Playing with fire*) by staying idle for a few more seconds. You can head outside and stay still to unlock *Cheagle's Diet* skit. When ready, enter the small entrance within the cavern to some more scenes and a boss battle.

QUEEN LIGER

HP	: 10,200
Physical Attack	: 76
Physical Defense	: 83
Magical Attack	: 72
Magical Defense	: 80
Weakness	: None
Resist	: Earth, Wind
Exp	: 175
Gold	: 1000

For the first part of the battle, just use your normal 3hit+Fang Blade combo. Remember to guard after executing a successful combo. The queen liger uses lightning attacks so make sure to bring up your defenses once you see her change her stance. Keep the battle away from Tear and she'll take care of the healing and support spells. Once you deal a certain amount of damage to this boss, an unexpected ally will appear.

This second part of the battle is rather easy. Just continue from where you left off and after a few successful artes from Jade, the battle will be over.



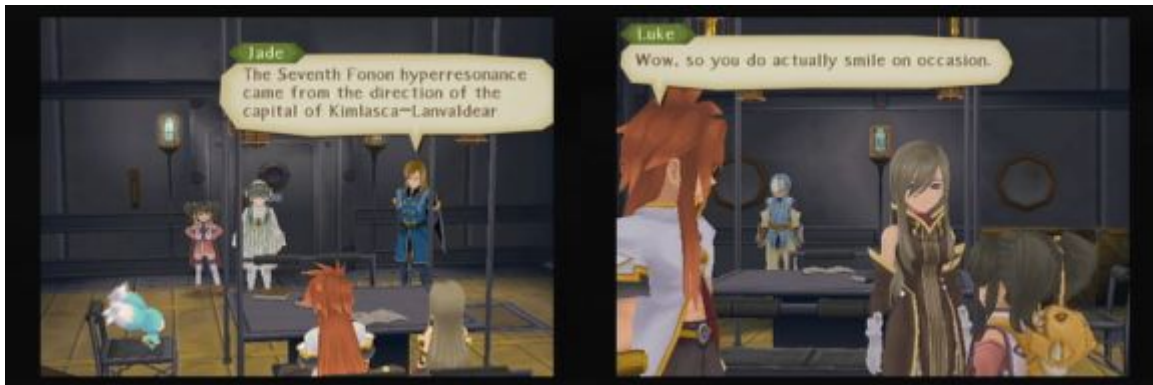
Jade will join the party. *Jade's True Strength* skit will be available. Grab *Life Bottle* and *Cutlass* from the chests nearby. Head out and you'll find a shiny thing on the ground. Obtain *Technical Ring*. Save and head back to the cheagles' nest.

After a short conversation with the elder, *Mieu's One of Us* skit will be available. You can take a rest here by talking to the elder. There is also a savepoint near the entrance. Just head out of the woods to trigger a scene.



Land Dreadnaught Tartarus

After the scene, *Unfair Treatment* skit will be available. Time to explore the ship. Talk to Anise for her to join and to unlock another skit. (*The Tartarus*) Use the savepoint if you wish. Exit the room.



In the hallway, go north and enter the third door. Find a chest inside containing an *apple gel*. Exit the room. If you continue upstairs, you'll find Jade and Ion. Otherwise, head back to first room you came from and talk to the soldier.



Watch the scenes and you'll be in control again. Talk to Ion if you want then head outside. Talk to Jade along the hallway for more scenes. Jade will receive his **Necromancer** title during the scene as well. You'll be in the deck after the scenes. *Fighting for our lives* skit will be available. Also, Jade will be in your team with his level drastically lowered because of the fon slot seal. Jade will also have his default C.Core equipped. Climb up the stairs nearby.



After a fight, you'll unlock a skit (*Fon Slot Seal*). Enter the door to the right for a savepoint. Exit again and take the other ladder up. Follow the path and defeat enemies along the way. A scene will trigger once you reach the end of the arch. Tear and Jade will leave the party temporarily. More scenes will follow and then a single battle with a guard. Just give the soldier a few more slashes and the story will continue automatically. Asch and Legretta will make their appearance here as well.



Watch more scenes. Once in control, enter the room to the right to find a healing point. Save as well. Go down the hallway and enter the second room on the right side. Examine the chest to recover all your equipment. (Stay still for a few seconds to activate *Hurry* skit.) Head further down to the hallway and enter the room to the left. There is a little puzzle here. Solve it to gain access to the three chests containing **Styl**, 1200G and Life Bottle. Just exit the room and enter again to restart the puzzle. Enter the room to the right and do the same thing. The skit *The Six God-Generals* will activate as well. After clearing the path, try to reach the chest for a scene. Obtain **Long Sword** from the chest. Equip it to Luke immediately and exit to the hole on the wall.



Once outside, another skit will take place (*What are they trying to do?*). Now climb up to the deck and continue to the right. Enter the door and watch the following events. Guy will now join the party.



You'll be in the world map. *Luke's grand adventure* skit will now be available. Walk a bit for a short scene. You'll also learn about Guy's phobia with women (if you still haven't though). After the chat, you'll be in an event battle with some soldiers. Luke will get the *Frightful One* title with the following scenes. The party will camp at night as well. Save, talk to everybody then talk to Mieu to sleep.



The next day, watch a short scene. You'll be back in the world map and '*Kill...or*' and '*Is Anise safe?*' skits will be available. Just continue along the road to reach St.Biinah. Watch the scenes. You'll hitch a ride on the second wagon as part of the story.



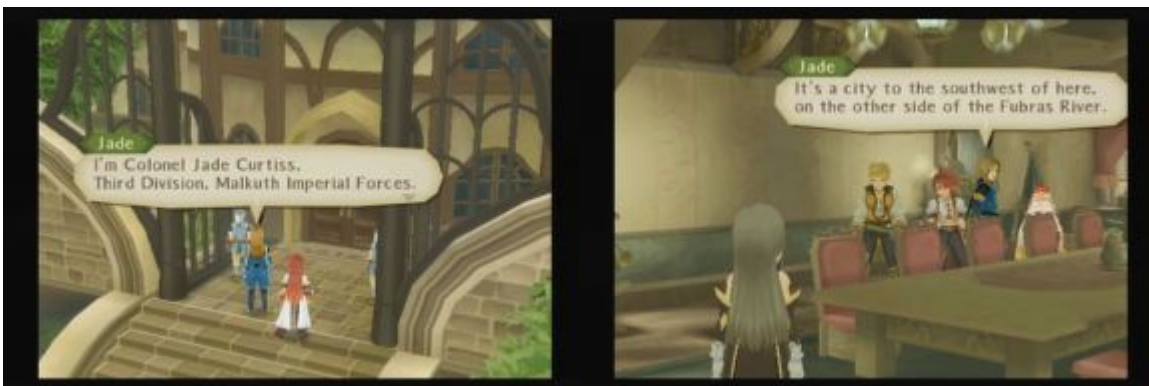


The Citadel, St. Binah

Once inside (and after a comedic scene) you can now roam the area. There is a weapon dealer nearby so upgrade your equipment if you have the cash. '*Let's rejoin Anise*' skit will be available as well. There are nearby stores as well as an inn. There are sub-events here but we'll just proceed with the story to get them all in one go. You can talk to the small kid near the Malkuth Base for a mini-event.



Head to the large building guarded by Malkuth soldiers. Watch the following scenes. You'll obtain a **World Map** during this scene as well. Exit and head to the eastern side of the town.



Enter the first house to the left. Find a small notebook to learn the **Sandwich** recipe. Climb the ladder near the end of the street and examine the stuff to the left for an event. Climb back down and enter the medicine shop at the end of the street. Talk to the guy to the left of the counter and he'll request for a **Gummy Base** and **Cotton**.

Note: There is a possible glitch that the guy from the medicine shop won't request the items. Just gather the needed items and talk to him to finish the event and for him to open the shop. The prices are ridiculously high at this point of the game but you can come back for it later.



Try to exit the city for a scene. The oracle knights will now leave the city. You'll also get a skit. (*The Oracle Knight's Objective*). Enter the inn and stay for free for more scenes.

Exit the city first and look for the search points to get the items the guy from the medicine shop is looking for. They can be found in search point 1 (South of Rotelro Bridge) and search point 4 (east of Fubras River). Remember that the items in these search points are not always the same so save before examining them. They can be searched again after an event. Some of them (those carrying rare/event items) can only be searched once though.



You'll get '*What Kind of Girl*' skit as well as soon as you leave the city. Enter a battle and receive another skit (*Melodists*) after it. Sleep in the inn for an event. Luke will learn his *Sonic Thrust* arte during this scene.

The next day, head back to the eastern part of the city and find a bulletin board near the entrance. Use Mieu Fire on it to trigger the first out of three sub-events. (*Black Dream Fan club 1/3*) You'll get 200G and you'll need to pay the guy's dues in Chesedonia. With all that taken care of, exit the city and head to the Fubras River. It is a large rocky formation southwest of the city.



Fubras River

Head to the left and use Mieu Fire to burn the weeds surrounding the chest. Obtain an [apple gel](#). Head down for a scene. Listen to the FOF tutorial offered by Jade. Head to the right to find another chest containing [Magic Lens](#). Head south and find another chest with 500G. Exit south to the next area.

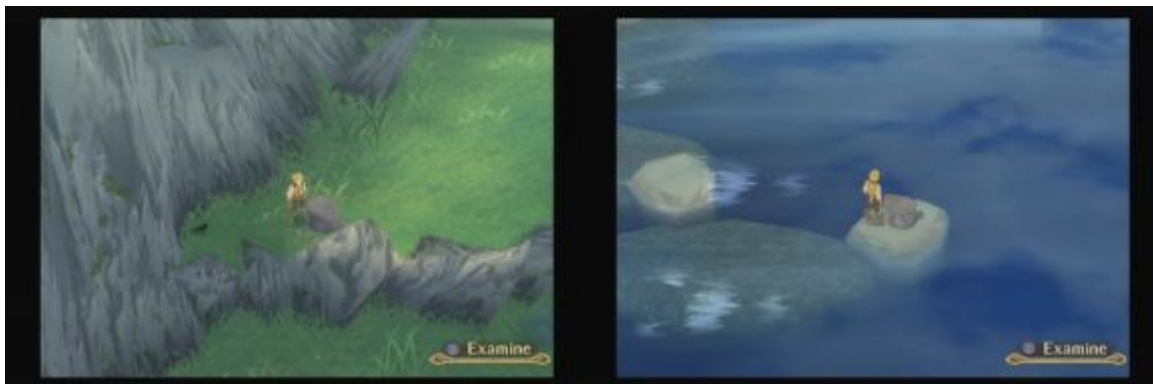


The current will carry you slowly. Step on the rocks to the left to find a chest ([apple gel](#)). Save at the savepoint in the middle. A skit ([Watch out for water](#)) will be available as well. Take the path to the right then go up to the next area.

There is a chest ([iron mail](#)) and a zombie here so defeat it. Head back to the savepoint. From there, take the lower left path first. Until you reach the next screen.



[Natural Disasters](#) skit will be available. In this screen, there is chest containing a [Bracelet](#) in the lower left corner. Go back to the next screen and head to the rightmost part to reach a chest containing 800G. Backtrack a bit then exit straight down.



In the next screen, continue down for a scene. Tear will learn the arte **Force Field** during this event. Once in control, head to the lower right to find a chest surrounded by vines. Burn the vines then grab the **orange gel** from the chest. Keep heading to the far left this time to get a **Life Bottle**. Now continue up and follow the trail, you'll find another chest (1600G) along the way. Exit to the field.



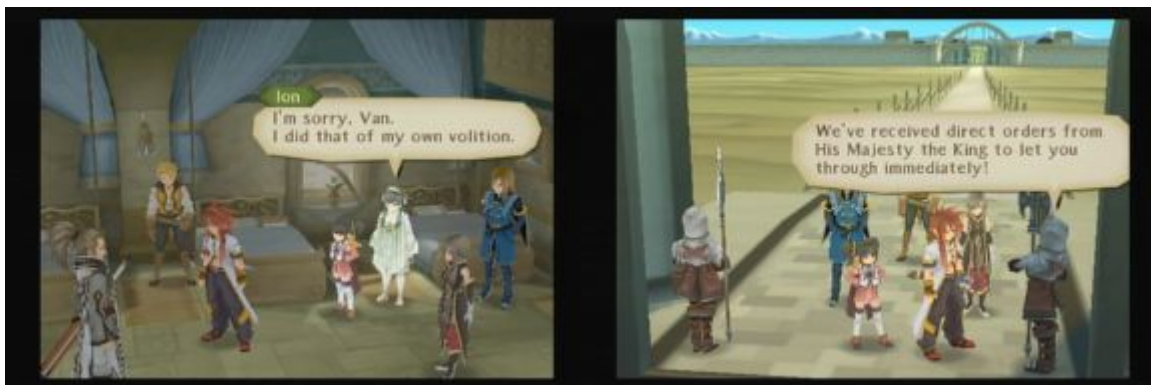
South Rugnica Plains

To **Kaitzur** skit will be unlocked. Enter a few battles to unlock another skit (**Efficiently**) Just press on forward and you should see a border in the distance. There will be a scene halfway. Just continue and enter Kaitzur.

The Border Fortress, Kaitzur

You can use the resthouse nearby to rest and resupply. Continue down to find Anise. Watch the following scenes. Anise will also join the party. **Asch the Bloody** skit will be available. Enter the Inn and talk to Van for more conversations. Your party will receive **passports**. After you gain control, a new skit (**An ordinary little girl**) will be available. Exit the inn and get past the Malkuth checkpoint.

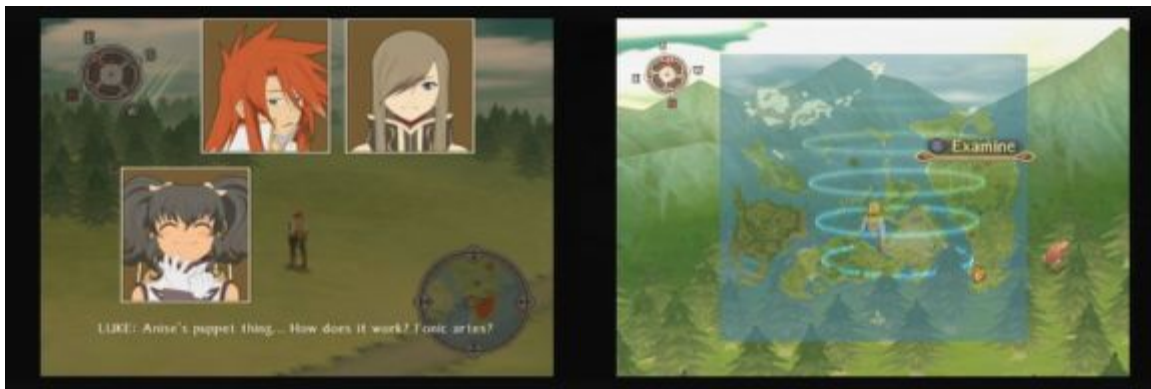
Continue down to the Kimlascan checkpoint for a short scene. After that, head to the right to find an inn and equipment shop. Upgrade your gear if you can. Exit to the field.



South Rugnica Plains

Put Anise in your party and win a random battle to unlock **A Lady's Secret** skit. There is also a search point here that contains a **Pom Seed**. Find the port to the southwest, at the end of the road. Enter it.





Kaitzur Naval Port

After the scene, a skit (*Arietta Attacks!*) will be available. Enter the Kimlascan Base nearby to unlock another skit (*To go or not to go*). There is also an empty inn nearby and a checkpoint. Take a rest to view another skit, then save if you want. Exit to the field again for a scene.

South Rugnica Plains

A skit (*To Choral Castle*) will be available. Just follow the road southeast to find it.



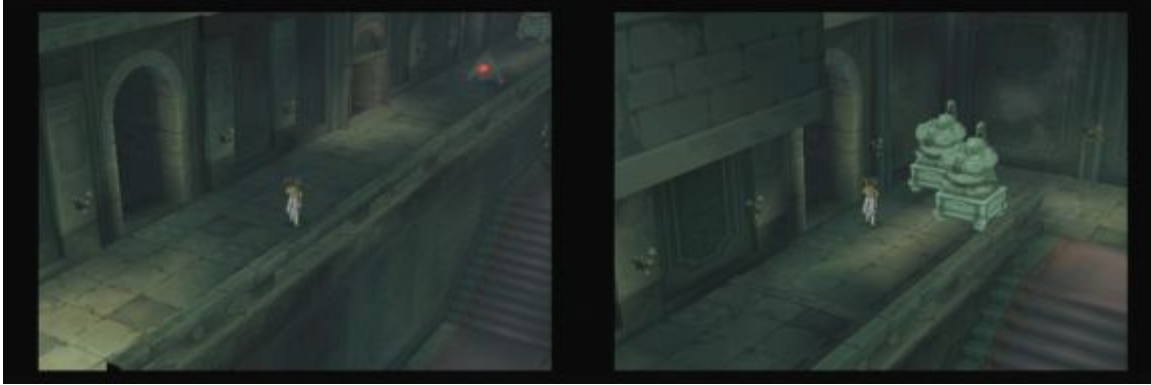
Choral Castle

After the short scene, *Who needs memories?* and *Dream Plans* skits will be available. After viewing those, head to the right past the broken wall and down the toppled pillar to find a chest containing *Sage*. Enter the castle for more scenes and a quick briefing about Surprise Encounters.



Once you gain control, you'll find a poltergeist floating across. Ignore it for the meantime and take the stairs up and continue along the walkway. Beware of the Gargoyles guarding the passage; don't run past them or you'll be in a surprise battle. Just approach them slowly to trigger them and attack you up front.

Just follow the path and you'll run into the red poltergeist again. It will run away as you approach it so block its path of escape by arranging the statues nearby. There are other poltergeists with different colors and you'll need to defeat them in battle to drop the colored orbs. You can only carry two so if you receive a third orb, the first one you acquired will be 'overwritten'. With that in mind, they'll just respawn so no need to worry about getting stuck. Leave the red poltergeist for now and take the left entrance.



Go downstairs to the left to find a chest containing [Life Bottle](#). Exit to the south to find a yellow poltergeist in the room. Go past it for the meantime to exit the castle. Continue south to find another chest containing [Apple gel](#). Return inside.

Go upstairs (ignore the blue geist for the meantime) and exit to the right. There is a bat there and a chest containing 1000G. Return inside. Head upstairs to the left and exit to another balcony outside. Find a chest with [Chain Mail](#). Equip it then return inside. Continue upstairs till you reach the rooftop.



Enter the room and find a chest and a green geist. Open the chest for a [Silk Robe](#). Go back downstairs.

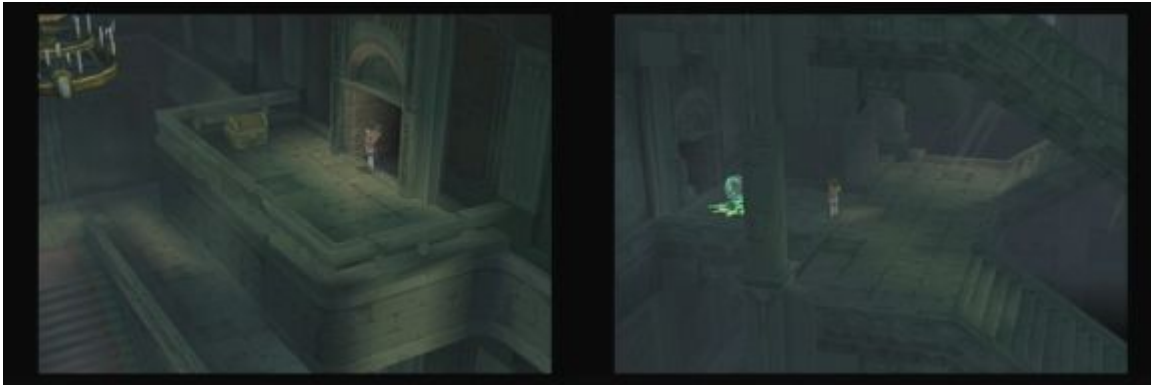
Now we'll need to hunt poltergeists. Approach the blue geist slowly and use Mieu Fire to freeze it. To hit it precisely, use the L1 - R1 buttons to slowly turn your character. Battle it to get the blue orb. Now go back to the main hall and battle the red geist to get the red orb. Go all the way back to the savepoint and enter the room there. Examine the door. The orbs will merge colors and the door will open. Go through it.





Continue downstairs and follow the path. Approach the large machine for a scene. After the scene, *Guy's Feelings* skit will be available. After that just exit to the lower right.

The Mystery Machine skit will be unlocked upon entering this area. Just follow the path to the next area. Go upstairs. There is a healing point nearby so use it. Continue upstairs then go through another opening. Find a chest (wand: *Shakujo*) in the balcony. Go back inside and continue upstairs then exit to the right to find another chest (1600G). Return inside then continue up for more scenes.



You'll get *Fonic Disc* as well. Another skit will be available. (*What are the six-god generals after?*) Head return to where the healing point is and return to the rooftop for more scenes and a boss fight.

<u>ARIETTA</u>	<u>LIGER</u>	<u>HRESVELGR</u>
HP : 3,000	3,700	3,500
Physical Attack : 98	148	135
Physical Defense : 263	228	236
Magical Attack : 111	101	99
Magical Defense : 235	167	172
Weakness : None	None	Fire
Resists : None	Wind	Water
Items : Apple Gel, Savory		
EXP : 760		
Gald : 1300		





You may use Magic Lenses on each of these targets to know their remaining HP throughout the battle. Set your strategy to Attack! and make sure to edit your allies' settings to attack the same target. Concentrate on the liger first since it is easier to hit then take down Hrevelgr. Arietta is efficient in using her artes (which is similar to Anise's) and will be using Overlimit as well. Remember to block after executing a successful combo or when your health is on danger. Fortunately, they don't have that much HP.

After the battle, you'll be asked if you want to return via coach or if you want to walk. Choose to walk to do a sidequest if you want. Backtrack all the way to the entrance. Once you're back in the Great Hall, save and examine the large sword stuck on the ground. You'll need to fight an optional boss, the Sword Dancer (1/3).

SWORD DANCER

HP : 17,000
Physical Attack : 248
Physical Defense : 159
Magical Attack : 126
Magical Defense : 135

Items : Grass Chamber (rare)
EXP : 3800
Gold : 1000

This battle is a tough one for sure. This boss is deadly up close; try to order your team mates to hold so that they'll play defensively. Attack it from a distance, using spells and ranged artes. It may take a while but you can definitely win the battle that way. You'll need a ton of recovery items here, including Life Bottles so avoid unnecessary damage as much as possible. This boss can also attack from a distance and can easily thwart surrounding attacks. If you still think that you can beat this guy, you can just escape the battle and try it later. Remember to defeat this guy before entering Akzeriuth. If you managed to defeat it with your current level, you'll enjoy an easy 3-4 level boost ☺

After the battle, walk all the way back to Kaitzur Naval Port.





Kaitzur Naval Port

After the conversation, the skit '*How to cure Guy?*' will be available. Enter the meeting hall to the lower right part of the screen. Talk to Van for some scenes. Head to the left and talk to the guard. Agree to leave.



Katsbert Ferry

You'll be in control of Luke. Save if you wish, then exit the cabin for some scenes. Another skit (*Look at all the water!*) will be available. Go straight in the hallway then upstairs. Examine the hidden chest in the top right corner of the screen for an *orange gel*. Keep heading left upstairs to find another chest with *Iron Bracelet*. Go back downstairs and exit to the door up north.

Talk to Ion or Anise if you like, then find Tear as you walk on the deck. Approach her for a conversation. After that, head to the other side of the ship to trigger an event.





The Center of Trade, Chesedonia

Once in control, new skits (*I'll be a Hero*, *Almost Home!*, *The Center of Trade*) will be available. After that, there are several optional events you can do here but since they affect the TLP, I suggest doing them all. Go left a bit then enter the small building beside the Malkuth Consulate.

Meet Din. His shop is unique since you'll need to trade your "trade items" to get some really good equipment and items. Listen to the tutorial to learn more. You can't do that much for the meantime so just leave the shop after the lecture.



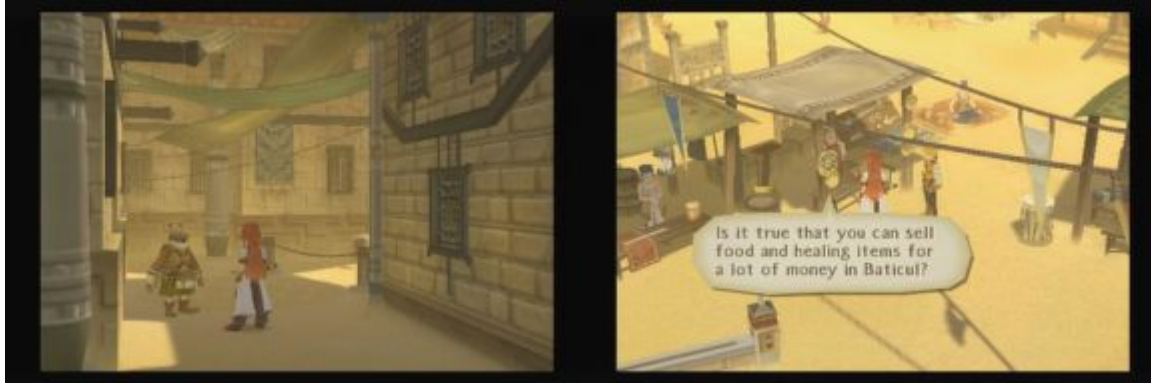
Check out the shops if you want. Continue down for a scene. After that, head to the left and talk to the guy beside the stall. It's the coachman that assisted Luke and Tear back in Tataroo Valley. You'll learn that he sold *Tear's Pendant (1/2)*. You'll need to come back for it later.

From there, head to the upper left side for another scene. (*Black Dream Fan club 2/3*). Give 1000G to the old man and obtain a *Fanzine*. There is an inn nearby so save there if you want. Backtrack and head south to reach the other side of town.



This area is where Astor lives. He's somewhat the mayor in the area don't enter his mansion yet. Continue south for more shops and quests.

The armor shop can be found beside the inn. Check some new gear and enter the alley to find the **Ant Lion Man (1/5)** Give him an apple gel to receive the **Fried Chicken** recipe. Go back to the main area. Talk to the guy running a stall beside the weapon shop. He'll ask you to choose between Food or Items. You'll get different items or ingredients depending on what you chose. Head back to the middle area.



Enter Astor's Mansion for some scenes. After getting the fon disc results, enter the mansion again. Enter the upper left room and examine the drawer to the right to get Anise's **Time Travelling Hero**. Exit the mansion and go back again to the southern part of the town to proceed with the story.



Katsbert Ferry

Watch the scenes aboard the ship. You'll be thrown in an event battle afterwards. After the battle, a skit (**The Oracle Knights Attack!**) will be available. Save here as well. Exit to the hallway and enter the second room. There is a merchant there in case you need to resupply (which you should have done already back in Chesedonia). Enter the third room and examine the chest behind the table in the middle to get 1800G. Continue upstairs.



There are a couple of oracle knights here. Defeat them if you want then exit to the deck.

You'll be thrown in a mini-game. Read the instructions carefully and catch the Barrelow X. Its simple actually; when an exclamation point appears on Luke's head, hold the circle button to walk slowly and keep your balance. Continue following the pesky robot until you catch it; there is a capacity core (Nobile) and Winged Boots waiting for you. If you fail to catch it, reload your game instead. Continue to the end of the ship for more scenes and a boss battle.



KAISER DIST R

HP	: 19,000
Physical Attack	: 182
Physical Defense	: 302
Magical Attack	: 139
Magical Defense	: 204
Weakness	: Water
Resist	: None

Items	: Orange Gel
EXP	: 800
Gald	: 1500



This is an easy battle especially if you have some new equipment and your level is high enough. This boss is rather resistant to physical attacks so have your Tear/Jade or Anise continuously cast fonic artes. Always guard after performing a successful combo since the enemy will most likely counter with a multi-hit attack. Use Overlimit if you can. There will be a lot of FOFs available here so try to use different artes to unlock their FOF form.

After the battle, watch the following scenes.

The Capital of Light, Baticul

Head south to find a savepoint. Save there then take the gondola or aircar as it is called. Head up for another scene. There is a shopping center in the middle of the city. The coliseum is closed for the meantime so head back outside. Talk to one of the young ladies south for an amusing scene with the phobic Guy. Now go upstairs and take the elevator on the top right part of the area.



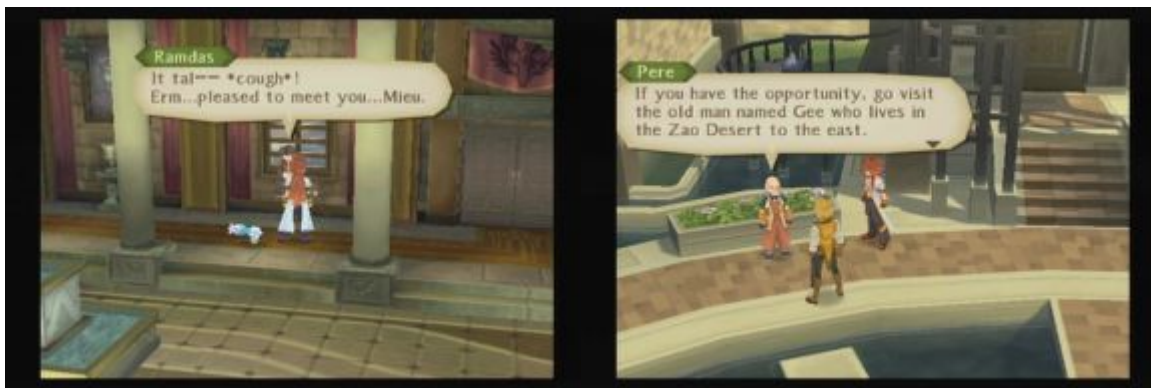


Upon reaching the upper level, you'll get a skit (*Impressions of Baticul*). After that, ride the third elevator to the upper right. Head directly inside the castle.

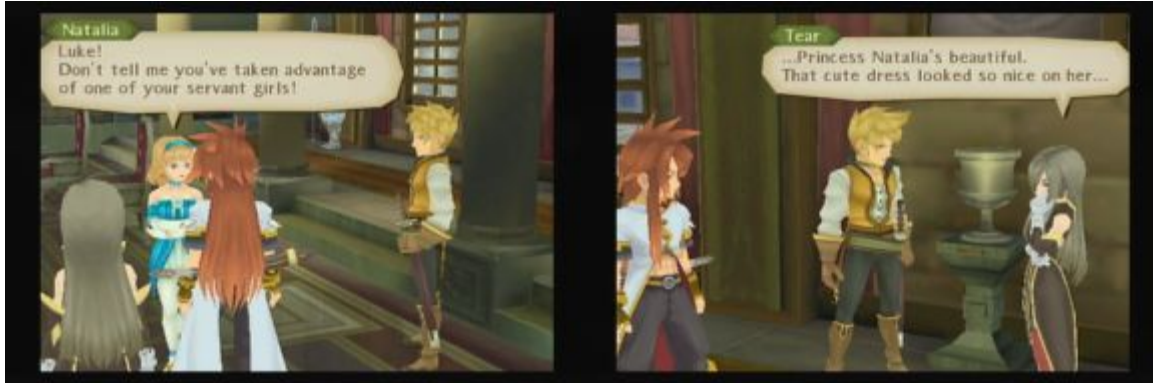
Continue upstairs for some scenes. After talking to King Ingolbert, a skit (*The Letter*) will be available. Now head downstairs and enter the door to the right. Go along the hallway and enter the guest room at the end. Talk to the maid to trigger an event for Tear. (*Proud Maid title 1/2*) Exit the palace.



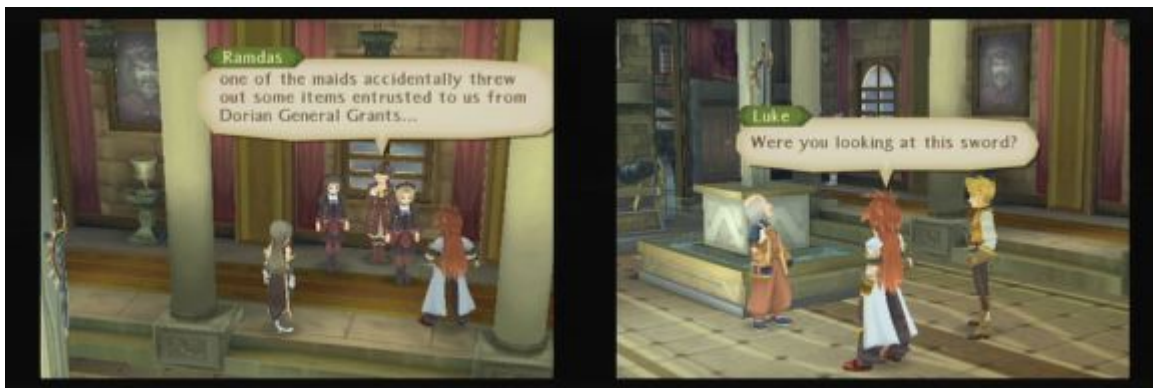
Head to Luke's manor to the left. Watch the scenes. After that, stay still in front of the sword hanging near the savepoint. Unlock a skit (*A sword with a history*). After that, talk to Ramdas to start a series of side-events and conversations. Next enter the door to the right to exit to the hallway then take the door to the left to reach the courtyard. Talk to Pere (the old gardener) three times to unlock the first event (*Sigmund Style 1/7*) for Guy's optional arte. Once done, enter the room to the left. Head down to reach the drawing room.



Watch the scenes with Natalia. Another skit (*The Upper-Class*) will be available as well. After that head back to the room where Ramdas and the savepoint is to trigger another event. Now go back to other side and go up to reach the chamber of Duke and Madam Fabre for an event. A skit will be unlocked. (*Tomorrow*) Head outside and stay still for another skit (*What a wonderful mansion!*)



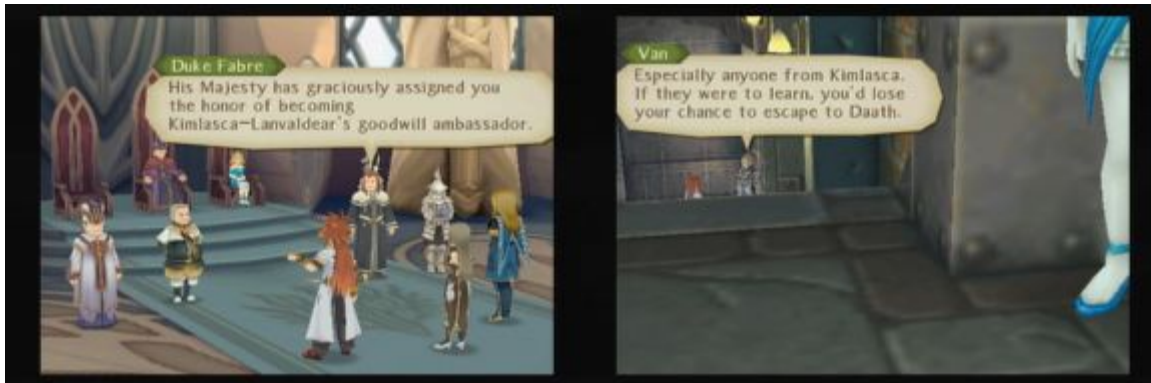
Now head back again to the entrance and approach Ramdas with two maids to trigger the first out of four events needed to get Luke's optional artes. (*Albert-style arcane artes*) You'll get 20000G to buy the book back. Now save, reload your game to enable another sub-event. Talk to Pere, standing in front of the sword (*Jewel of Gardios 1/3*) to initiate the first out of three events. Like the others, we will be tackling these events along the way.



Now exit the manor and head to the port to find the traveling merchant. Obtain *Arcana Albertis*. Luke will learn a new arte, *Demon Fist*. Now leave the area and come back again. Head to the port to trigger yet another side-event, this time with Jade. (*Contamination Effect 1/4*) Once that's taken care of, return to the manor and sleep in Luke's room to continue with the story.



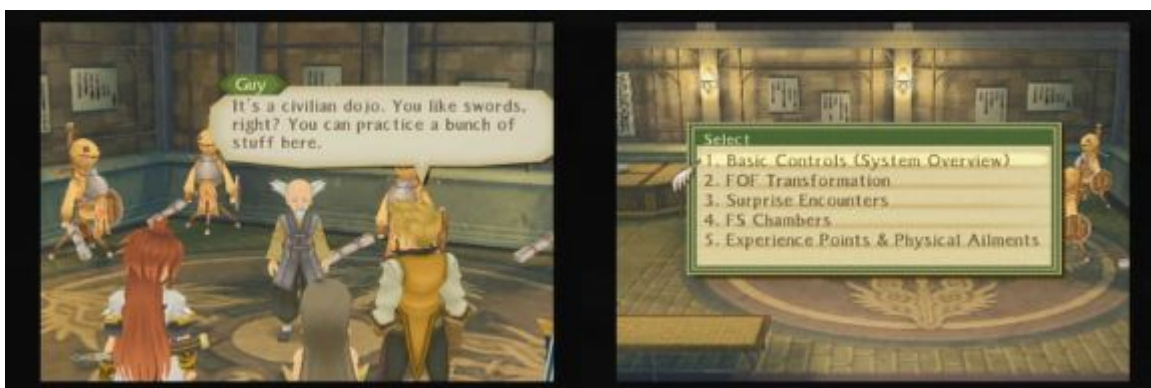
Luke can now leave the manor. A skit (*To the castle*) will be available for viewing as well. Head to the castle. Watch more scenes after that. Luke will receive the *Ambassador* title as well. After that, you'll be in control again. Another skit will be available (*Van Imprisoned*) Exit the audience hall. Continue downstairs and head to the left. Continue to the left to reach the entrance to the Prisoners' Cell. Go downstairs for some scenes. Leave the cell for another skit. (*Luke and Van*) Exit the castle.



Watch more scenes. Ride the elevator down. Head to the other elevator and meet Anise along the way. After the conversation, new skits will be unlocked. (*Taking precautions, Just Ask Guy, Baticul is Huge!*) After viewing those, take the elevator down.



More scenes. You'll be inside the Miyagi Dojo. Here, you will learn more about Fon Slot Chambers. You'll receive a *Carmine Chamber* and *Moon Selector*. You can talk to Miyagi for more information. You'll need to return here later in the game for some titles as well. Exit the dojo then head to the inn. Spend a night there to unlock the *Fried Rice* recipe.



Once done, approach the aircar to the lower right corner. Ride the aircar to reach the factory.



The Abandoned Factory

Use the nearby savepoint if you want, then head to the right for a scene. Natalia will now join the party. She's an archer and a healer too. You can use her in your active party if you wish. A skit (*Keeping Secrets*) will be available after the scene.

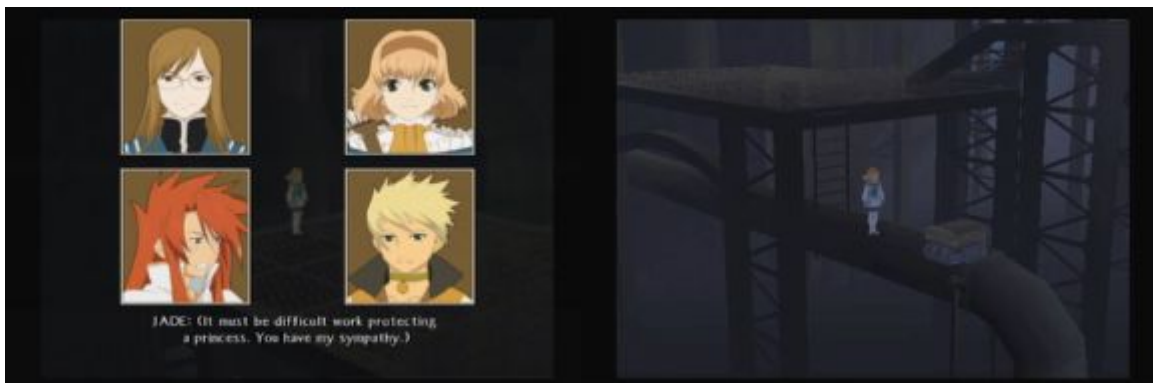


Climb the nearby ladder and get a *Magic Lens* from the chest. Backtrack to the main path and find another ladder going down, just the opposite of the one you climbed up earlier. Walk along the pipeline to find another chest but a portion of the pipe will collapse, bringing the chest on lower ground. Climb back up and continue heading to the right. Find another chest containing *apple gel*. Backtrack to the left a bit then climb up the two ladders.



Follow the pipeline to reach another ladder going down. Descend and go down again to another ladder. Follow the pipeline north to find the chest that fell a while ago. Obtain a *Feather Cloak* from it. Climb back up the ladder then enter the next area to the right.

A new skit will be available upon entry. (*The Princess' Guards*). Head right a bit for another scene. Once done, climb down the almost invisible ladder nearby, to the south. Get an *orange gel* from the chest. Go back to the main platform and upstairs. Activate the switch and ride the elevator.



Climb the first ladder up then follow the pipeline to get a [Scimitar](#) from the chest. Climb back down, then down again to another ladder. Follow the pipeline to the right, then follow the path down to reach a chest with [Cobalt Chamber](#). Now backtrack then go north. Climb the ladder and use Mieu Fire to light up the barrel. (*Let's be careful* skit will be available) Press the switch nearby. Exit to the right.



Natalia, the leader? skit will activate. Ignore the aircar and find another seemingly hidden ladder going down. Head to the left to find another chest. Approach it and the pipeline will collapse. Oil will pour down below. Obtain your [apple gel](#) from the chest. Climb back up and return to the previous room.



Take the elevator down this time, then walk along the pipe to the left. Defeat the enemies below if you like; otherwise, exit to the next screen.

Head to the right for a short conversation. Time Mieu's fire along with the oil drop so that the drum catches fire. Once the area is lighted, head back to the previous screen then exit to the upper right again. Examine the machine beside the aircar to activate it. Ride the aircar.



In the next platform, there is a valve that controls the oil flow through the pipelines. Operate it once to change the flow direction. There is also a savepoint nearby so use it. From the savepoint, head north a bit (don't enter the next area), find a small ladder to the right. Follow it to find a chest. It contains 3000G. Now climb back, ride the aircar again.



Head to the right to find a ladder. Climb down and use Mieu Fire to light the area. Ride the aircar to the lower platform again. Now return to the valve and operate it to alter the oil flow to the right. Now examine the nearby control panel to activate its switch, then use the elevator nearby. Walk along the walkway and exit to the next screen.

The ski '*Can't we just get along*' will be available. Go to the pipeline head up to find a chest with **Panacea Bottle**. Go left then lower the rope ladder. Climb down.



You'll find an empty drum here so push it off the platform, down to the path then off the opening to the right so it can catch the dripping oil. However, there isn't enough oil to light the area up so head to the lower left to find a chest with **Life Bottle**.



Ignore the ladder nearby; instead, go back to the pipelines above and head south. Lower the ladder to the south and keep heading left for the pipeline to collapse and pour much needed oil to the drum you provided. Now backtrack to where the drum is and light the place up. Backtrack to the platform and climb up the ladder. Use the healing point there. Examine the machine to the left and ride the aircar. Prepare for a boss battle.



ABADDON

ABADDON

HP : 22,000
Physical Attack : 197
Physical Defense : 333
Magical Attack : 186
Magical Defense : 271
Weakness : None
Resist : None

Items : Lavender
EXP : 1190
Gald : 2000

This boss can deal continuous damage using Negative Gate so make sure you get out of the way. It will continue using this for the first part of the battle. Just continue on with the battle to reveal its true form. Once it reveals its spider form, it won't cast negative gate that much but it will have some new attacks. Its magical defense is not that high so you can have your allies cast offensive fonic artes to deal more damage.

Natalia, the Seventh Fonist skit will be available if you use her in battle and she healed anybody from your team. Exit the area. Watch the following scenes.



East Aberrian Plains

You'll be in the world map. *Asch Revealed* and *Ion's Safety* skits will be available. The desert is to the northeast. Searchpoint 5 is accessible to the south.



Zao Desert

The Oasis is in the middle of the desert so you won't miss it. Walk in the desert for a few seconds to unlock the *Desert Sun* skit. Searchpoint 6 is just north of the oasis while Searchpoint 16 is in the southeastern corner of the desert. Chesedonia is accessible by foot here so you can do some sidequests you may have missed during your first visit. There is some new equipment there as well. Enter the Oasis to proceed with the story.



The Desert Oasis

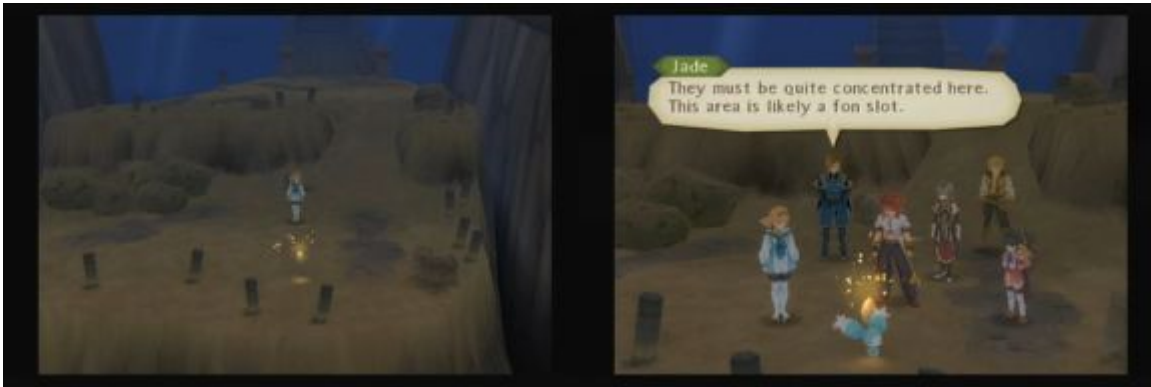
Watch the scenes. New skits (*Where are the Zao Ruins?/ Jade Knows Everything*) will be available. You can drink from the nearby spring to recover your party's health at a cost of 100G. There is also a savepoint and a weapon merchant nearby. The tools merchant is inside the tent behind him. Head inside the grocery. Talk to the old man standing by the barrels. (*Sigmund Style 2/7*) You'll receive the *Hod Citizen Registry*. Resupply here and prepare for your next destination. If you talked to the people here, you should already know that the Zao Ruins is on the east of the oasis. Head out when ready.



Zao Ruins

Once you're out of the town, new skits (*Asch's Voice/ Showers are awesome - Guy talk*) will be available. Once there, Go up for a scene. Enter the ruins. A new skit will be available as well. (*The god-generals' plan*) Just follow the path down. There is a chest on the bottom. Be careful of the statue guarding it. Obtain an *apple gel* from the chest. Head down to the next area.

Continue heading down first to the next screen. In the next area, continue going straight down. Approach the floating stone to obtain **Mieu Attack**. Hold R2 then press the left or right d-pad to cycle through Mieu's abilities. Aside from breaking boulders, Mieu Attack can be used against enemies; some may be scared and freeze for a few seconds while some will get aggravated. Test it if you want. *Hurry to Akzeriuth* and *A Memorable Character* skits will be available. Now backtrack to the split path and take the left path this time to reach the next area.



Continue south. Use Mieu Attack to break the boulders and watch some scenes. There is a chest to the lower right containing 2400G. Go past the boulders then head to the lower left. Break some boulders there to reach a chest with a **Breast Guard**. Backtrack to the main path and continue to the right. Go up a bit then break the boulders to the right before reaching the savepoint. Obtain an **orange gel** from the chest. Use the savepoint. Continue up to the next screen.



Follow the path, grab a **Panacea Bottle** from the chest along the way. Continue along the walkway. Some debris will block the path to a second chest. Simply break it and obtain the capacity core, **Stre Forte**. Continue to the right to the next screen.

Some debris will fall down as you walk along the walkway. Moving on, continue straight up then take the left path first. Obtain a **Life Bottle** from the chest.



Continue to the right this time, then follow the path south. Continue along the path and destroy the debris blocking the chest. Obtain a [Carmine Chamber](#) from it. Continue to the left, then destroy the boulders blocking another chest in the central area. Obtain a [Cobalt Chamber](#). From there, continue south to the next area. Continue following the only walkway and defeat the enemies along the way. Use the healing point and prepare for a boss battle up ahead.



	SYNC	LARGO
HP	13,000	17,000
Physical Attack	: 210	265
Physical Defense	: 222	210
Magical Attack	: 154	161
Magical Defense	: 150	100
Weakness	: None	None
Resist	: None	None
Items	: Grass Chamber, Verbena, Garnet	
EXP	: 1600	
Gald	: 2400	

I suggest editing your strategy to target the same enemy. This way, all damage will be concentrated on one target. Take down Synch first. Aside from having the lower amount of HP, he can also cast arcane artes that can deal critical damage to your team. Once he is down, concentrate on Largo. His damage is solid but he's somewhat slow so make sure to guard after successfully performing a combo.



Watch more scenes. After that, Ion will be rescued. You'll be taken back to the last area. *Ion Rescued* skit will now be available. Approach the healing point. Aside from saving, you can now use Wing Bottles to transport you back to the entrance. Its pretty handy for those deep and large dungeons. You'll have a free sample so use it.

Watch more scenes outside. Head to Chesedonia after that. You can also make some detour with the nearby searchpoints for more trading items.



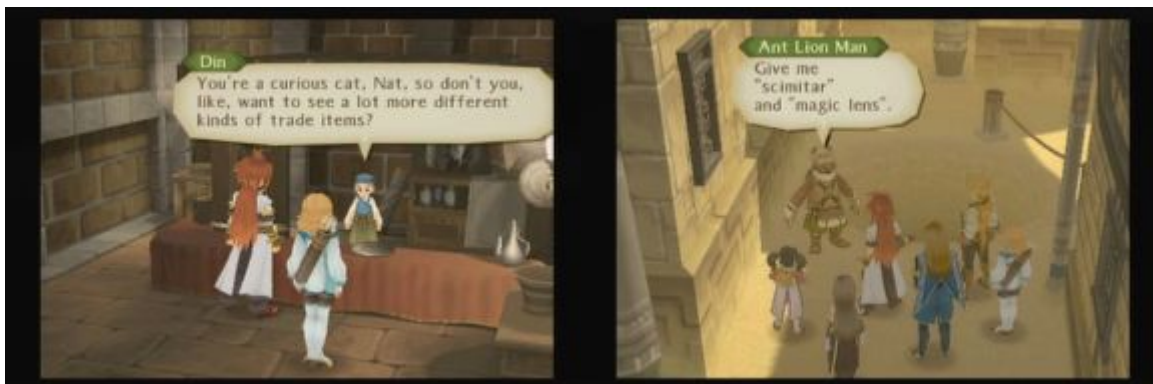
The Center of Trade, Chesedonia

After the scene, a skit will be available. (*Luke's Headaches*). Head to the left for more scenes. The party will stay at the inn. The next day, exit the inn. You can now do the second part of the Ant-Lion man sidequest. (*Ant-Lion Man 2/5*) Give AL-Man a scimitar and magic lens. You'll get *orange gel*.



*Note: If you have searched at least 6 searchpoints, you can go to Din's Shop in Chesedonia and make at least 5 item requests to get Natalia's *Curious Princess* title.*

Go to the northern (Malkuth) side of Chesedonia and enter the consulate (beside Din's Shop) then the consul's office. Watch the following scenes.



Kaitzur Naval Port

Guy's Injuries skit will be available upon arrival. Exit to the field.

South Rugnica Fields

More skits will be available. (*What we can do for Akzreuth/ Mohs and the War/ Akzeriuth's Ore*) Your next destination is to the northeast of Kaitzur Naval Port. For the meantime, you can do the continuation of some sidequests. Also, if the Sword Dancer in Choral Castle is overpowering you before, this is the last chance to exact revenge. Return to Kaitzur first.

The Border Fortress, Kaitzur

Go to the north side of the border. Talk to the man standing near the inn to continue Guy's quest for artes. (*Sigmund Style 3/7*) Guy will learn *Tempest*. Next council member is located in Daath. Head all the way back to St. Binah

The Citadel, St. Binah

The last part of the (*Black Dream Fan club 3/3*) sidequest can be completed by going back to the eastern party of the town. You'll get the 800G you paid in his behalf.



Now its time to go to your next location. Deo Pass. If you have problems locating it, simply head back to the Naval Port, face NE and run straight. You should reach it at the end of the road.

Deo Pass

After the scene, you'll unlock *Careless Words* and *The Road to Akzeriuth* skits. You can use Mieu Attack to shake some trees and reveal some items. Do that on the nearby tree to get an *apple gel*. Now destroy the boulder blocking your path and continue up.

When you reach the crossroads, be warned that the tree in the middle is actually a Treant. Defeat it for some good experience as well. Now take the path down to the lower right and smash the boulder to find 1600G. Take the path to the upper right to the next screen. (The upper left part is just a deadend)



Attack the tree to get a [panacea bottle](#). Take the lower left road then to the next area to reach a lone chest with a [Gothic Mace](#). Backtrack to the wide area. Continue following the path to the top right and a few more screens until you reach the hanging bridge and a downhill road south. Take the latter first then attack the tree to get 1800G. Cross the bridge for some scenes.



Just don't mind about your lead character's ****censored**** attitude. Save first then follow the path until you reach another crossroad again. Head to the left first to find another boulder. Behind it is a [Cobalt Chamber](#) so make sure you grab that. Now return to the middle of the crossroad. Take the lower left part first. Continue along the path, to the next screen.



From there, find a tree to the right and attack it. Get an [apple gel](#) from the chest that it will drop. Continue taking the downhill path south to reach the next screen. Continue to the right and attack the tree there. A chest will be dropped to the broken house below. Backtrack to the previous area, then go downhill to the right.



Save at the savepoint. Go down to the left a bit, then right. Follow the grassy path right to find a ladder. Climb it to get the [Steel Bow](#) from the chest. Climb back down, then head to the left to find a tree. Shake it to get an [apple gel](#). Take the path down and clear the way to find a boulder blocking a chest containing 1500G. Continue down the path for more scenes and a boss fight.



LEGRETTA

HP : 31,000
Physical Attack : 357
Physical Defense : 319
Magical Attack : 224
Magical Defense : 196
Weakness : None
Resist : Light

Items : Sephira, Chamomile
EXP : 2100
Gald : 2500

Legretta is fast and dangerous. She can use arcane artes efficiently; as well cast spells in just a few seconds. Make sure to block her attacks as much as possible since it does multiple hits. Heal often, especially with Tear's Healing Circle. Fortunately, you can still stun or negate her casting by attacking her. Also, some of her abilities or spells have an opening for one or two seconds, giving you ample time to raise your defenses. Your offensive fonic artes will be a great way to deal more damage to her since her magical defense isn't that high anyway.



Once the battle is over, a skit will be available (*Stop Making Fun of Me!*) Also, don't forget to equip the Sephira you got from Legretta. It increases the experience obtained by 50%. Exit to the world map.



South Rugnica Plains

A *Kind Teacher* skit will be available. You can find Akzeriuth to the NE at the end of the road.

Akzeriuth

Watch the scenes, *What I can do, Tragedy, The Mining Town, Akzeriuth and The Pain of Akzeriuth* skits will be available. Head to the right and enter the first structure there. Talk to the guy on the table to get 3 *apple gels*, 3 *orange gels*, 1 *life bottle* and 1 *panacea bottle*. Exit the building, go down the ramp to find the miners' quarters to rest and some shops as well. Use the savepoint, then exit. Head to the left and use the lift. Head right then up to enter Tunnel 14. Tell will temporarily leave the party so have Natalia in your active party to take care of the healing.



Akzeriuth Mine Shaft 14

A skit (*Into the Depths*) will be available. After that, go forward a bit then head to the right to find a path going south. Take it and exit. You should find the treasure chest outside. Open it for Natalia's *Archery Gloves*. Head back to the shaft and follow the tunnel. You should find another shaft to the left containing a *panacea bottle*. Continue following the tunnel and find another shaft to the left. Obtain a *Steel Circlet* from the chest. Head to the next area.



Continue to the right. Find a chest with *Life Bottle* at the end of the shaft. Continue along the main path and enter another shaft to find two chests containing 5500G and a *Carmin Chamber*. Head back to the main path, go down the ramp to the right to find another shaft. Enter it to a *Nocer Forte* capacity core from the chest. Follow the main path again to find another shaft with a *Cobalt Chamber*. Continue down the main path. Before going to the next screen to the left, take the path to the right first to find another chest containing Jade's *Halberd*. Now head to the far left to the next area.



Watch the scene. *Where's Master Van* and *As a Goodwill Ambassador* skit will be available. Save first, then exit to the next area. Talk to Van to proceed. Watch the scene. Once in control, (skit : *Master Van will Know!*) continue down the path and enter the only entrance at the bottom. Just walk along the path. Watch more scenes.



Fallen Akzeriuth

(Skit: *What Happened?*) Save and talk to everyone to proceed with the story. Watch the following scenes. You'll be taken in the world map. Welcome to Qliphoth

Qliphoth

(Skit: *Van's True Intentions*) You'll be in control of the Tartarus now. Head west to your next destination, Yulia City. There will be scenes along the way. (Skit: *Responsibility*) Yulia City is in the middle of the Qliphoth.



The Watchers' Home, Yulia City

Watch the scenes. You'll have a one-on-one battle with Asch afterwards.

ASCH

HP : 10,000

Physical Attack : 380

Physical Defense : 340

Magical Attack : 250

Magical Defense : 100

Weakness : None

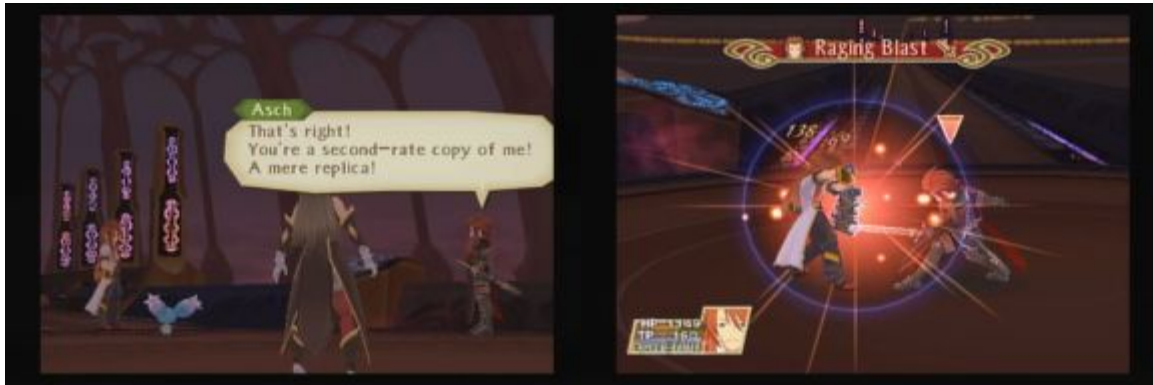
Resist : None

Item : None

EXP : 1250

Gald : 1200

It's not a requirement to win but if you did, you'll get bonus experience and grade. Just block his attacks and connect combos. Luke will receive the **Replica Model** title here. Watch the following scenes and you will be controlling Asch instead of Luke. You'll be in Yulia City, Tear's Room. *



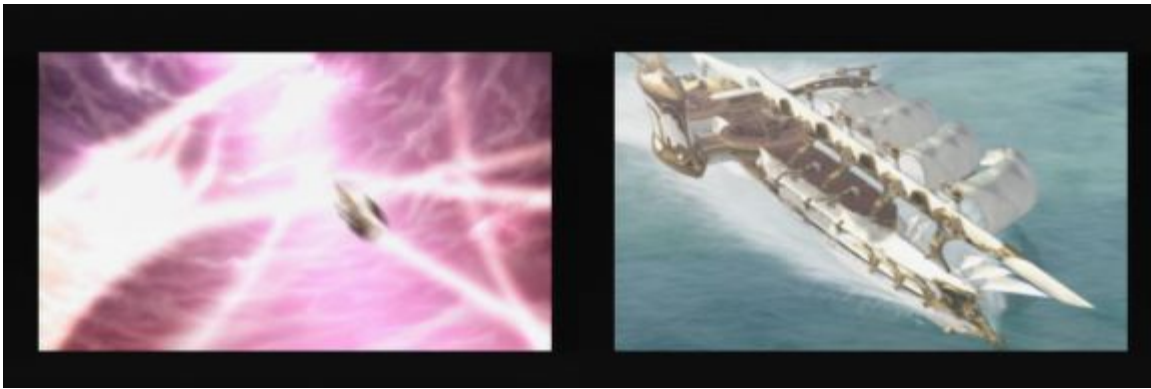
(Skit: *Luke and Asch - Part 1*) Open the cabinet to the left to obtain a **Deck Brush**. Go downstairs. Examine the green notebook on the table to learn the **Ramen** recipe. Exit Tear's Room.



(Skit: *Asch's Miscalculation*) Head to the far left to find a guy. Talk to him to initiate a sidequest. (*Yulia City Supplies 1/3*) Give him 3 apple gels. He'll request for 5 rice for your second meeting to make sure you buy it here while you still can. Enter the central building.

There is a savepoint nearby so use it if you want. You can also resupply by talking to the merchant to the left. Head to the second floor and enter the conference room. Talk to Teodoro in the far end. Agree to leave after the conversation. Watch the scenes.





(Skit: *Back to the Outer Lands, Thinking of Luke*) You'll be back in the outer lands. Your next destination is Belkend. Keep heading east from your starting position to find a port inland.

Port Belkend

(Skit: *Searching for Van's Tracks*) As Asch, Luke's artes will be carried over including their usage but not the fon slot chambers. You can only equip him with Hand accessories. He doesn't carry a capacity core by default so you can equip one to him. You may take it out before Luke returns to the party. Exit the port and travel along the road to reach the city.



The City of Fon Machines, Belkend

(Skit: *Promise Fulfilled*) There are some merchants inside the shop so make sure to upgrade your party's gears. Now head south of the large wheel, then head to the right. Go underneath the platform and approach the end of the path to find a guy that fell in the maintenance tunnel. Help him and he'll reward you with the *Soba Noodles* recipe. Head west then up the stairs.



There is a box puzzle up north but you can't get through it without Mieu's help. So enter the laboratory instead.

Fon Machine Laboratory 1

Head north then right to enter the Medical Room. Head to the other room and examine one of the drawers there to get a **Dark Seal**. Exit the medical room and head north, then east to enter the Replica Laboratory. Continue north for a scene. Jade will get the **Father of Fomicry** title here. (Skit: **Forbidden Technology**) After that, leave the lab (Skit: **They all went with Asch**) and Guy will temporarily leave the party after the scene. (Skit: **Guy Leaves, Memories**) Head back to the Tartarus back in Port Belkend. We can do some extra stuff before going to Ortio Cavern.



Port Sheridan

Sail along the edges of the brown continent and you'll find this port. Head to the left side to find an old man that is ganged up. Approach them for a scene.



Daath Bay

You will end up in Daath Bay but you'll get Natalia's **Gallant Barrage** arte. You have completed the first out of the two events. (**Blind Archer Nick 1/2**) You can't do anything here for the meantime so depart. Once you're in the world map, head north first to the frozen island. Find the port by sailing along its edges.

Keterburg Bay

Enter the first house to the left. Examine the green notebook to learn the **Salad** recipe. After that, head to the Ortio Cavern. It is to the west of Belkend. Look for an inland opening in Radessia (brown continent in the map)





Ortion Cavern

(Skit: *A Mysterious Facility, Watch your Mouth!*) The cavern has two parts. You can access the other part yet. Head right a bit. Find a small chest behind the large rock. Obtain a [Ruby Wand](#) from it. Keep heading to the right until you reach the next area.



Continue along the path for a scene. Grab the [life bottle](#) from the chest. Follow the path down to reach the next area.

Grab the [Grass Chamber](#) from a chest along the way. (Skit: *Luke's Worries* - after defeating some monsters) keep heading right to the next screen.



Head south to obtain a [Nimble Rapier](#) from the chest. Continue along the path to the next screen. Head to the left for more scenes. Make sure to save on your way back since there will be a boss battle in the middle area.



	<u>ANCYLOPOLYP</u>	<u>PULP</u>
HP	: 35,000	1,000
Physical Attack	: 344	164
Physical Defense	: 350	350
Magical Attack	: 283	283
Magical Defense	: 282	282
Weakness	: None	
Resist	: None	
Items	: Aquamarine, Basil.	
EXP	: 3500 +100/Pulp)	
Gald	: 6000 +150/Pulp)	

This battle isn't that hard. The enemy will occasionally release small jellyfishes. They don't pose a threat to your team but they can be annoying and besides, you'll get exp and gold by eliminating them. Its fonic defense is fair so don't rely on magical attacks only. Like before, always guard before performing a combo. Watch your allies' HP often. Its better also to order Natalia to support so that she'll cast buffs and healing artes instead of attacking the enemy herself. The boss will also hide in its little shell, making it impervious to attacks.



After the battle, return to the entrance for more scenes. After that, you'll be back in Yulia City as Luke.

The Watchers' Home, Yulia City

(Skit: *Thinking for Myself, Lost Technology*) After the scene and witnessing Luke's resolve, you'll need to head back to Tear's room.



Go downstairs and enter the room at the back. You can now use the character disc. Here you can view all the NPCs, characters and the costume titles you have acquired so far. Now open the chest to the left to get the capacity core, *Scild Forte*. Exit the room (Skit: *Cheageles Never Forget*) then head outside.



(Skit: *Brother and Sister*) Head to the far left to find the same guy that requested for apple gels earlier. This time, he'll request for 5 sets of rice. (*Yulia City Supplies 2/3*) If you have purchased some as instructed earlier, you should have it already. If not, you can still do this during your next visit here so make sure to get some when you have the chance. Next, he'll request for 5 maces. Once place where you can surely get those is from St. Binah.

Enter the main building and try to enter the conference room. A scene will automatically take place. (*Yulia's Fonic Hymns 1/2*) Talk to Teodoro first. Exit the conference room (Skit: *Starting a New Journey*) then enter the central door in the ground floor. Tear will learn *Holy Song*.

Return to Tear's room and head upstairs. Watch the scene and get the *Principles of Fonology*. (Skit: *Why Did you Stay?*) Return to the main hall, save and go to the second floor. Take the exit to the right.

Aramis Spring

(Skit: *The Yulia Road*) Just follow the path uphill and grab the *Carmines Chamber* along the way. Enter the cave. Continue along the path and Guy will show up. He'll rejoin the party. He'll receive the *Friend for Life* title as well. Fight a battle to unlock more skits (*Has Luke Changed?/ No Matter what the Score says*)

From your starting position, take the path to the lower left to find a chest containing 6000G along the way. Go left, continue following the path south to reach the next area.

Continue following the path down to find a chest in the water. Obtain a [Silver Mail](#) from it. Continue up to the next area.

Continue following the path. A scene will take place halfway. In the middle area, find a [Panacea Bottle](#). Head to the right and use Mieu Fire to burn the roots. Continue to the next screen.

Walk along for another scene. Continue to the next area.

Burn the roots and an enemy will drop in front of you. Defeat it and proceed as normal. Continue to the left for another scene. Now in the split path, continue to the upper left to the next screen.

Just continue to the right and burn the roots. Enter the cavern again. Obtain a [Nimble Rapier](#) at the end of the path. Backtrack to the split path and take the lower left path to exit the cave.

Once out, there will be a scene. Jade will rejoin the party. (Skit: [A Harsh Greeting, Daath](#)) Use the nearby savepoint. Head to the left to find a chest with [Yellow Ribbon](#). Head south and exit to the field.

Padamiya

(Skit: [To Daath!](#)) Just follow the road to reach Daath-Fourth Stone Monument (West)

Daath - Hill of the Fourth Stella

Continue up the hill for a scene. Continue to the right and exit to the field. (Skit: [Finding Anise](#)) Continue and enter Daath.

Daath, First Quarter

(Skit: The people of Daath) There will be shops here so take time to resupply or upgrade your gears.

Go upstairs to the lower left for a short scene. You'll obtain [Prelude \(Fonic Music Discs 1/7\)](#) To the right of the save point is the inn and further to the right is a small alley. Go there and keep on pressing X to find a hidden merchant. He sells quite a few powerful (yet expensive) equipment. Stay at the inn for some scenes. ([Hyoerresonance Training 1/4](#)) This event is a requirement to get a costume title for Tear later in the game.

Save if you wish then go up. Talk to the chef to learn the [Pizza](#) recipe. There is a chest containing [Esprit Forte](#) capacity core to the upper left so grab it before heading to the next area.

Daath, Headquarters of the Order of Lorelei

Approach the stairs for a scene. Anise will rejoin the party. (Skit: [Twisted Love?](#)) Go upstairs and enter the Cathedral. (Skit: [Regaining Trust](#)) Go straight up to reach the chapel. Enter it.

Continue up. If you talk to the guy to the upper right, you'll learn that it is Anise's father. Continue up to talk to Tritheim. You'll obtain a [Permit](#) that you can use to access some parts of the cathedral. Exit the chapel (skit: [Anise Gets Things Done](#)) then continue downstairs and enter the Library to the left.

Head north to find a green recipe book. Examine it to learn [Sushi](#). Now, return to the main hall and head to the right.

Don't take the stairs. Continue going to the right, past the glyphs and enter another door. Continue along the corridor and open the door at the end. Continue upstairs and head to the next room. Find a door to the right. Enter it. Talk to the guard at the end of the hallway to gain access. Enter the room then take the other door to the top left. Follow the path to the left downstairs and exit to the door. Continue heading left to reach the Oracle Headquarters.

Oracle Headquarters

(Skit: *Protecting the Score*, *The Oracle Headquarters*) Keep heading to the left until a scene triggers. Use Mieu Attack to hit the gong. An oracle knight will appear. Take him out to gain access to the room. Enter the room (*Ring the Gong!*) and get a *Lemon Gel* and 5500G from the chests. Exit the room.

You can't reach the two chests above for now. Continue north, take the stairs and follow the walkway to reach a chest at the end. Obtain a *Miracle Gel*. Hit the gong to the left and defeat the oracle knight below. Enter the room to get a *Carmine Chamber*. Exit the room.

Head south this time and take the stairs down to the next screen. From there, continue following the path (ignore the stairs along the way) around until you reach the stairs leading to the next area to the northeast. Ride the lift, defeat the guard there. Ride the lift down again and hit the gong. Ride the lift again and knock the roaming soldier out. Enter the room and get a *Green Ribbon* to the left. Exit the room. Ride the lift down again, then head left. Go downstairs to reach the next area. Use the savepoint by going downstairs to the left.